

EARTHDAWN

COMBAT CARDS



AN UNOFFICIAL EARTHDAWN PRODUCT

EARTHDAWN COMBAT CARDS

Go ahead, pick a card. - Monthius Proper, Performer and charlatan of Kratas



Combat can be a chaotic, unruly, unforgiving beast. Spell effects, special abilities, combat options are things that a gamemaster must take into account every round. Unlike players who only deal with a single character, gamemasters must compensate for several opponents. This can lead to a unsettling situation for gamemasters. Earthdawn combat is no exception to this rule. With an ever changing myriad of Steps and Target Numbers, combat can take unnecessarily long. It is the game masters job to make combat run at a pace that keeps everyone entertained. Even though creature statistics are provided for you in any game you play. It is often difficult to keep track of multiple different creatures in combat without preparation.

Continuously flipping through books while trying to role dice can present a challenge for even a veteran gamer. Often game masters employ shortcuts, change rules or use a number of props to help facilitate combat in their games. The Earthdawn Combat Card system offers game masters a way to help organize and expedite combat in their games.

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Versions:
Version 20051013: PDF Earthdawn Combat Cards.

There two different combat cards provided in this product:

Creature cards - These cards contain information for one encounter in a game.

Damage cards - These cards are used to keep track of damage of creatures during combat.

Combat Cards in Play

Before your game, fill out a combat card for each encounter that the players are likely to engage in combat or use one of the one of the pregenerated cards in this document. The card provides basic stats on creatures as you would find them in the Earthdawn rule book.

Each block in the card allows you to input as much data as you want, but the more you add, the smaller it makes the info. You might want to input only the information you will use be it step number or dice.

If using multiple cards in combat, you can use the card to mark if they have taken an action that round by turning the card on its side so

'Action Taken' box is easily read. This will help you keep track of who has gone for that turn. You can also turn the card on its side so that the 'Unconscious' box is easily read to represent combatants that have been killed or

knocked unconscious in the fight.

The damage cards are used to keep track of how much damage a creature takes during combat. Each card has ninety circles that can be crossed out as the creature takes damage. When characters face multiple creatures of the same type, you can use one creature card for reference and a damage card for each of the creatures.

Down the left hand side of the Damage Card are ten boxes that can be used to keep track of the wounds a creature has suffered during combat. The Creature Name, Initiative and Legend Points have been left on the card for convenience. The damage cards also contain the 'Action Taken' and 'unconscious' boxes to help facilitate combat. Wounds can be marked on the side of the card.

Earthdawn Creature Cards

Included in this download are Combat Cards prefilled with stats from the first edition Earthdawn rulebook. Future downloads will contain Combat cards from various Earthdawn

products like Creatures of Barsaive. Be sure to visit <http://www.edpt.org> for other downloads.

Helpful Tips

Multiple Opponents

When a party uses multiple opponents of the same type, use only one Combat Card for stats and use the Damage Cards for the creatures.

Card and Sheet Protectors with Dry Erase The Combat Card system works very well when using card protectors and dry erase markers. Simply slide the card into the card

protector (If the card protector has a hologram on it, be sure to face it on the outside), and mark away. You can then wipe off the markings and reuse the cards. If you prefer having multiple

cards in a single sheet, a sheet protector will also do nicely. You can have up to nine creatures listed on one page for easy use.

Recognition

Well, for anyone who has put together a product can tell you, it's not easy to get the work together. I would like to take the time to thank Emilio Tovar (Graphics Specialist) for all his input on the project. Special thanks goes to Dawn M. Foster who took the time to fill out all of the creature stats for the cards. Without her efforts it would surely have taken a lot longer to

have this work come to be. Finally thanks to the guys at Redbrick LTD for their advice on matters of legality and support.

Name _____

Action Taken

DEX STR TOU
PER WIL CHA

of Attacks # of Spells
Attack Spellcasting
Damage Effect

WT UR DR

Karma Recovery
Curr Step

Notes & Loot

Defense
Phys
Spell
Soc

Armor
physical Mystic

Move

Unconscious

Legend Points

EARTH DAWN

Name _____

Action Taken

DEX STR TOU
PER WIL CHA

of Attacks # of Spells
Attack Spellcasting
Damage Effect

WT UR DR

Karma Recovery
Curr Step

Notes & Loot

Defense
Phys
Spell
Soc

Armor
physical Mystic

Move

Unconscious

Legend Points

EARTH DAWN

Name _____

Action Taken

DEX STR TOU
PER WIL CHA

of Attacks # of Spells
Attack Spellcasting
Damage Effect

WT UR DR

Karma Recovery
Curr Step

Notes & Loot

Defense
Phys
Spell
Soc

Armor
physical Mystic

Move

Unconscious

Legend Points

EARTH DAWN

Name _____

Action Taken

DEX STR TOU
PER WIL CHA

of Attacks # of Spells
Attack Spellcasting
Damage Effect

WT UR DR

Karma Recovery
Curr Step

Notes & Loot

Defense
Phys
Spell
Soc

Armor
physical Mystic

Move

Unconscious

Legend Points

EARTH DAWN

Name _____

Action Taken

DEX STR TOU
PER WIL CHA

of Attacks # of Spells
Attack Spellcasting
Damage Effect

WT UR DR

Karma Recovery
Curr Step

Notes & Loot

Defense
Phys
Spell
Soc

Armor
physical Mystic

Move

Unconscious

Legend Points

EARTH DAWN

Name _____

Action Taken

DEX STR TOU
PER WIL CHA

of Attacks # of Spells
Attack Spellcasting
Damage Effect

WT UR DR

Karma Recovery
Curr Step

Notes & Loot

Defense
Phys
Spell
Soc

Armor
physical Mystic

Move

Unconscious

Legend Points

EARTH DAWN

Name _____

Action Taken

DEX STR TOU
PER WIL CHA

of Attacks # of Spells
Attack Spellcasting
Damage Effect

WT UR DR

Karma Recovery
Curr Step

Notes & Loot

Defense
Phys
Spell
Soc

Armor
physical Mystic

Move

Unconscious

Legend Points

EARTH DAWN

Name _____

Action Taken

DEX STR TOU
PER WIL CHA

of Attacks # of Spells
Attack Spellcasting
Damage Effect

WT UR DR

Karma Recovery
Curr Step

Notes & Loot

Defense
Phys
Spell
Soc

Armor
physical Mystic

Move

Unconscious

Legend Points

EARTH DAWN

Name _____

Action Taken

DEX STR TOU
PER WIL CHA

of Attacks # of Spells
Attack Spellcasting
Damage Effect

WT UR DR

Karma Recovery
Curr Step

Notes & Loot

Defense
Phys
Spell
Soc

Armor
physical Mystic

Move

Unconscious

Legend Points

EARTH DAWN

Name _____

Action Taken

1 2 3 4 5 6 7 8 9

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120 125 130 135 140 145 150

Unconscious

Legend Points

Name _____

Action Taken

1 2 3 4 5 6 7 8 9

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120 125 130 135 140 145 150

Unconscious

Legend Points

Name _____

Action Taken

1 2 3 4 5 6 7 8 9

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120 125 130 135 140 145 150

Unconscious

Legend Points

Name _____

Action Taken

1 2 3 4 5 6 7 8 9

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120 125 130 135 140 145 150

Unconscious

Legend Points

Name _____

Action Taken

1 2 3 4 5 6 7 8 9

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120 125 130 135 140 145 150

Unconscious

Legend Points

Name _____

Action Taken

1 2 3 4 5 6 7 8 9

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120 125 130 135 140 145 150

Unconscious

Legend Points

Name _____

Action Taken

1 2 3 4 5 6 7 8 9

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120 125 130 135 140 145 150

Unconscious

Legend Points

Name _____

Action Taken

1 2 3 4 5 6 7 8 9

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120 125 130 135 140 145 150

Unconscious

Legend Points

Name _____

Action Taken

1 2 3 4 5 6 7 8 9

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120 125 130 135 140 145 150

Unconscious

Legend Points

Name **Bog Gobs**

Action Taken

DEX 5 STR 6 TOU 8
PER 4 WIL 4 CHA 4

of Attacks 1 # of Spells 1
Attack 5 Spellcasting 7
Damage 7 Effect Gobbing

WT 6 UR 16 DR 24

Karma Recovery
Curr Step 2 30/60

Notes & Loot
ED1 p.287

Defense
Phys 6
Spell 8
Soc 12

Armor
physical 7/3 mystic

Move

Unconscious

Legend Points 100

Name **Brithan**

Action Taken

DEX 5 STR 6 TOU 7
PER 5 WIL 5 CHA 4

of Attacks 1(2) # of Spells -
Attack 7(10) Spellcasting -
Damage 13(17) Effect -

WT 14 UR 48 DR 54

Karma Recovery
Curr Step 4 35/75

Notes & Loot
ED1 p.287

Defense
Phys 7
Spell 7
Soc 9

Armor
physical 5/2 mystic

Move

Unconscious

Legend Points 125

Name **Cave Troll**

Action Taken

DEX 8 STR 13 TOU 8
PER 3 WIL 6 CHA 5

of Attacks 1 # of Spells -
Attack 11 Spellcasting -
Damage 20 Effect -

WT 11 UR 32 DR 40

Karma Recovery
Curr Step 3 30/60

Notes & Loot
ED1 p.288

Defense
Phys 6
Spell 6
Soc 8

Armor
physical 7/2 mystic

Move

Unconscious

Legend Points 275

Name **Chakta Birds**

Action Taken

DEX 8 STR 3 TOU 4
PER 6 WIL 7 CHA 8

of Attacks 1 # of Spells 1
Attack 9 Spellcasting 12
Damage 10 Effect 12

WT 8 UR 21 DR 30

Karma Recovery
Curr Step 1 60/120

Notes & Loot
ED1 p.289

Defense
Phys 10
Spell 8
Soc 10

Armor
physical 0/3 mystic

Move

Unconscious

Legend Points 200

Name **Crakbill**

Action Taken

DEX 5 STR 7 TOU 5
PER 2 WIL 7 CHA 3

of Attacks 1 # of Spells 1
Attack 7 Spellcasting 6
Damage 9 Effect 10

WT 10 UR 20 DR 28

Karma Recovery
Curr Step 2 60/120

Notes & Loot
ED1 p.289

Defense
Phys 7
Spell 5
Soc 6

Armor
physical 3/1 mystic

Move

Unconscious

Legend Points 60

Name **Espagra**

Action Taken

DEX 9 STR 6 TOU 8
PER 6 WIL 10 CHA 4

of Attacks 3 # of Spells -
Attack 12 Spellcasting -
Damage 9 Effect -

WT 13 UR 50 DR 55

Karma Recovery
Curr Step 1 100/200

Notes & Loot
ED1 p.295

Defense
Phys 11
Spell 9
Soc 8

Armor
physical 5/5 mystic

Move

Unconscious

Legend Points 125

Name **Gargoyle**

Action Taken

DEX 8 STR 18 TOU 12
PER 4 WIL 5 CHA 4

of Attacks 2 # of Spells -
Attack 11 Spellcasting -
Damage 22 Effect -

WT 13 UR 48 DR 55

Karma Recovery
Curr Step 4 25/50

Notes & Loot
Flight: 90/45*
ED1 p.296

Defense
Phys 12
Spell 9
Soc 11

Armor
physical 13/6 mystic

Move

Unconscious

Legend Points 500

Name **Griffon**

Action Taken

DEX 5 STR 7 TOU 9
PER 6 WIL 4 CHA 5

of Attacks 2 # of Spells -
Attack 8 Spellcasting -
Damage 12 Effect -

WT 14 UR 43 DR 50

Karma Recovery
Curr Step 4 29/57

Notes & Loot
Flight: 120/60
ED1 p.296

Defense
Phys 8
Spell 8
Soc 7

Armor
physical 4/1 mystic

Move

Unconscious

Legend Points 200

Name **Ice Flyers**

Action Taken

DEX 6 STR 5 TOU 5
PER 5 WIL 7 CHA 5

of Attacks 1 # of Spells 1
Attack 9 Spellcasting 5
Damage 14 Effect 13

WT 10 UR 30 DR 38

Karma Recovery
Curr Step 2 75/150

Notes & Loot
ED1 p.304

Defense
Phys 7
Spell 6
Soc 6

Armor
physical 5/7 mystic

Move

Unconscious

Legend Points 70 (120)

Name **Kril Worm**

Action Taken 4

DEX 5 STR 5 TOU 5
PER 6 WIL 7 CHA 1

of Attacks 1 # of Spells 1
Attack 5 Spellcasting 8
Damage 6 Effect 8
Locate Target

WT 8 UR 25 DR 30

Karma Recovery
Curr Step 1

Notes & Loot
ED1 p.306

Defense
Phys 8
Spell 7
Soc 7

Armor
physical 0/2 mystic 2

Move 75/150

Legend Points 75

Unconscious

Name **Lightning Lizard**

Action Taken 7

DEX 6 STR 5 TOU 5
PER 9 WIL 12 CHA 5

of Attacks 1 # of Spells 1
Attack 6 Spellcasting 12
Damage 7 Effect see book

WT 10 UR 30 DR 38

Karma Recovery
Curr Step 2

Notes & Loot
ED1 p. 306

Defense
Phys 6
Spell 9
Soc 7

Armor
physical 3/4 mystic 4

Move 65/130

Legend Points 150

Unconscious

Name **Ogre**

Action Taken 4

DEX 7 STR 11 TOU 9
PER 4 WIL 5 CHA 3

of Attacks 1 # of Spells -
Attack 12 Spellcasting -
Damage 16 Effect -

WT 12 UR 45 DR 50

Karma Recovery
Curr Step 3

Notes & Loot
ED1 p.307

Defense
Phys 7
Spell 8
Soc 6

Armor
physical 7/1 mystic 1

Move 35/70

Legend Points 110

Unconscious

Name **Ogre Twins**

Action Taken 4

DEX 7 STR 11 TOU 9
PER 7 WIL 7 CHA 5

of Attacks 1 # of Spells 1
Attack 11 Spellcasting 8
Damage 16 Effect 9

WT 15 UR 55 DR 60

Karma Recovery
Curr Step 2

Notes & Loot
ED1 p.307

Defense
Phys 6
Spell 10
Soc 7

Armor
physical 7/4 mystic 4

Move 35/70

Legend Points 450 for pair

Unconscious

Name **Shadowmants**

Action Taken 7

DEX 5 STR 5 TOU 6
PER 4 WIL 5 CHA 4

of Attacks 1 # of Spells 1
Attack 7 Spellcasting 6
Damage 7 Effect 9 poison

WT 9 UR 27 DR 35

Karma Recovery
Curr Step 2

Notes & Loot
ED1 p.308

Defense
Phys 7
Spell 6
Soc 7

Armor
physical 4/0 mystic 0

Move 45/90

Legend Points 100

Unconscious

Name **Storm Wolf**

Action Taken 6

DEX 7 STR 6 TOU 5
PER 5 WIL 6 CHA 5

of Attacks 1 # of Spells 1
Attack 9 Spellcasting 9
Damage 12 Effect see book

WT 8 UR 28 DR 32

Karma Recovery
Curr Step 1

Notes & Loot
ED1 p.309

Defense
Phys 9
Spell 9
Soc 5

Armor
physical 2/0 mystic 0

Move 50/100

Legend Points 125

Unconscious

Name **Thundra Beast**

Action Taken 7

DEX 6 STR 11 TOU 12
PER 3 WIL 7 CHA 4

of Attacks 1 # of Spells -
Attack 7 Spellcasting -
Damage 15(19) Effect -

WT 19 UR 59 DR 66

Karma Recovery
Curr Step 7

Notes & Loot
ED1 p.310

Defense
Phys 8
Spell 7
Soc 10

Armor
physical 8/1 mystic 1

Move 45/90

Legend Points 200

Unconscious

Name **Triplant**

Action Taken 9

DEX 8 STR 6 TOU 11
PER 3 WIL 7 CHA 5

of Attacks 1 # of Spells 1
Attack 12 Spellcasting 8
Damage 16 Effect Triplicates

WT 9 UR 30 DR 35

Karma Recovery
Curr Step 2(19)

Notes & Loot
ED1 p.310

Defense
Phys 11
Spell 9
Soc 10

Armor
physical 3/3 mystic 3

Move 40/80

Legend Points 500/75

Unconscious

Name **Cathay Dragon**

Action Taken 26

DEX 14 STR 27 TOU 24
PER 28 WIL 28 CHA 25

of Attacks 3 # of Spells 4
Attack 20 Spellcasting 35
Damage 35(x2)/38 Effect see book

WT 25 UR 175 DR 200

Karma Recovery
Curr Step 40 15 20

Notes & Loot
ED1 p.293

Defense
Phys 24
Spell 30
Soc 28

Armor
physical 22/16 mystic 16

Move 125/250

Legend Points 340,000

Unconscious

Name **Common Dragon**

Action Taken

DEX 18 STR 25 TOU 27
PER 19 WIL 22 CHA 20

of Attacks 3 # of Spells 2
Attack 23 Spellcasting 23
Damage 30(x2)/32 Effect see book

WT 25 UR 220 DR 240

Karma Recovery
Curr 25 Step 10 12

Notes & Loot
ED1 p.293

Defense
Phys 25
Spell 22
Soc 20

Armor
14

Move
80/120

Unconscious

Legend Points 230,000

Name **Bloatform**

Action Taken

DEX 17 STR 12 TOU 18
PER 20 WIL 20 CHA 22

of Attacks 2 # of Spells 3
Attack 20 Spellcasting 22
Damage 15 Effect see book

WT 25 UR - DR 110

Karma Recovery
Curr 30 Step 12 7

Notes & Loot
ED1 p.299

Defense
Phys 16
Spell 19
Soc 18

Armor
30

Move
25/50

Unconscious

Legend Points 25,000

Name **Despair Thought**

Action Taken

DEX 6 STR 13 TOU 12
PER 8 WIL 12 CHA 8

of Attacks 2 # of Spells Special
Attack 10 Spellcasting Special
Damage 15 Effect see book

WT 18 UR 70 DR 80

Karma Recovery
Curr 20 Step 10 12

Notes & Loot
ED1 p.301

Defense
Phys 8
Spell 10
Soc 10

Armor
5

Move
30/30

Unconscious

Legend Points 1,000

Name **Great Dragon**

Action Taken

DEX 19 STR 33 TOU 28
PER 27 WIL 26 CHA 26

of Attacks 5 # of Spells 5
Attack 28 Spellcasting 37
Damage 38(x4)/40 Effect see book

WT 30 UR 240 DR 280

Karma Recovery
Curr 50 Step 18 30

Notes & Loot
ED1 p.294

Defense
Phys 26
Spell 33
Soc 29

Armor
30

Move
120/360

Unconscious

Legend Points 450,000

Name **Chantrel's Horror**

Action Taken

DEX 20 STR 22 TOU 18
PER 20 WIL 23 CHA 19

of Attacks 2 # of Spells 2
Attack 23 Spellcasting 23
Damage 30 Effect see book

WT 25 UR 200 DR 220

Karma Recovery
Curr 40 Step 15 10

Notes & Loot
ED1 p.300

Defense
Phys 20
Spell 21
Soc 21

Armor
30

Move
100/200

Unconscious

Legend Points 50,000

Name **Hate**

Action Taken

DEX 16 STR 19 TOU 20
PER 19 WIL 22 CHA 18

of Attacks 3 # of Spells 4
Attack 20 Spellcasting 23
Damage 26 Effect see book

WT 25 UR - DR 140

Karma Recovery
Curr 40 Step 15 10

Notes & Loot
ED1 p.301

Defense
Phys 24
Spell 24
Soc 20

Armor
20

Move
100

Unconscious

Legend Points 125,000

Name **Jehuthra**

Action Taken

DEX 5 STR 5 TOU 7
PER 8 WIL 9 CHA 5

of Attacks 2 # of Spells 1
Attack 13 Spellcasting 11
Damage 11 Effect see book

WT 13 UR 50 DR 55

Karma Recovery
Curr Step 3

Notes & Loot
ED1 p.305

Defense
Phys 9
Spell 13
Soc 9

Armor
4

Move
30/60

Unconscious

Legend Points 250

Name **Crystal Entity**

Action Taken

DEX 4 STR 6 TOU 7
PER 3 WIL 6 CHA 4

of Attacks - # of Spells 2
Attack - Spellcasting 16
Damage - Effect 16

WT 18 UR 70 DR 80

Karma Recovery
Curr 20 Step 10 4(13) N/A

Notes & Loot
ED1 p.300

Defense
Phys 7
Spell 10
Soc 13

Armor
5

Move
N/A

Unconscious

Legend Points 600

Name **Kreescra**

Action Taken

DEX 9 STR 10 TOU 9
PER 9 WIL 11 CHA 6

of Attacks 1 # of Spells 1
Attack 11 Spellcasting 10
Damage 12 Effect see book

WT 13 UR 40 DR 47

Karma Recovery
Curr 15 Step 12 4

Notes & Loot
ED1 p.302

Defense
Phys 12
Spell 8
Soc 8

Armor
7

Move
30/60

Unconscious

Legend Points 400

Name **Mindslugs**

Action Taken

DEX 6 STR 6 TOU 8
PER 7 WIL 10 CHA 6

of Attacks 1 # of Spells 1
Attack 7 Spellcasting 10
Damage 8 Effect see book

WT 12 UR 35 DR 43

Karma Recovery
Curr Step 10 7 3

Defense
Phys 8
Spell 10
Soc 7

Armor
physical 0/6 mystic

Move 45/90

Notes & Loot
ED1 p.302

Legend Points 100

Unconscious

Name **Thorn Men**

Action Taken

DEX 6 STR 5 TOU 6
PER 5 WIL 6 CHA 4

of Attacks 1 # of Spells -
Attack 8 Spellcasting -
Damage 12 Effect -

WT 11 UR 32 DR 40

Karma Recovery
Curr Step - 3

Defense
Phys 8
Spell 10
Soc 15

Armor
physical 4/5 mystic

Move 35/70

Notes & Loot
ED1 p.310

Legend Points 100

Unconscious

Name **Thundra Beast**

Action Taken

DEX 6 STR 11 TOU 12
PER 5 WIL 7 CHA 4

of Attacks 1 # of Spells -
Attack 7 Spellcasting -
Damage 15(19) Effect -

WT 19 UR 59 DR 66

Karma Recovery
Curr Step - 7

Defense
Phys 8
Spell 7
Soc 10

Armor
physical 8/1 mystic

Move 45/90

Notes & Loot
ED1 p.310

Legend Points 200

Unconscious

Name **Verjigorm**

Action Taken

DEX 31 STR 33 TOU 28
PER 35 WIL 40 CHA 29

of Attacks 3 # of Spells 3
Attack 38 Spellcasting 40
Damage 40 Effect see book

WT 30 UR 375 DR 400

Karma Recovery
Curr Step 50 20 20

Defense
Phys 34
Spell 36
Soc 30

Armor
physical 40/40 mystic

Move 150/300

Notes & Loot
ED1 p.303

Legend Points 2,000,000

Unconscious

Name **Griffon**

Action Taken

DEX 5 STR 7 TOU 9
PER 6 WIL 4 CHA 5

of Attacks 2 # of Spells -
Attack 8 Spellcasting -
Damage 12 Effect -

WT 14 UR 43 DR 50

Karma Recovery
Curr Step - 4

Defense
Phys 8
Spell 8
Soc 7

Armor
physical 4/1 mystic

Move 29/57

Notes & Loot
Flight: 120/60
ED1 p.296

Legend Points 200

Unconscious

Name **War Horse**

Action Taken

DEX 7 STR 9 TOU 8
PER 6 WIL 7 CHA 5

of Attacks 1 # of Spells -
Attack 8 Spellcasting -
Damage 14 Effect -

WT 14 UR 40 DR 48

Karma Recovery
Curr Step - 3

Defense
Phys 8
Spell 6
Soc 8

Armor
physical bard 2/2 mystic

Move 80/100

Notes & Loot
ED1 p.304

Legend Points 90

Unconscious

Name **Wormskull**

Action Taken

DEX 12 STR 10 TOU 10
PER 13 WIL 11 CHA 8

of Attacks 2 # of Spells (2)
Attack 17 Spellcasting 19
Damage 23 Effect see book

WT 20 UR 90 DR 110

Karma Recovery
Curr Step 20 9 6

Defense
Phys 17
Spell 17
Soc 18

Armor
physical 18/18 mystic

Move 60/120

Notes & Loot
ED1 p.303

Legend Points 8,000

Unconscious

Name **Riding Horse**

Action Taken

DEX 6 STR 7 TOU 8
PER 3 WIL 4 CHA 4

of Attacks 1 # of Spells -
Attack 6 Spellcasting -
Damage 9 Effect -

WT 13 UR 36 DR 44

Karma Recovery
Curr Step - 3

Defense
Phys 6
Spell 6
Soc 7

Armor
physical 0/0 mystic

Move 50/120

Notes & Loot
ED1 p.304

Legend Points 55

Unconscious

Name **Alligator**

Action Taken

DEX 5 STR 6 TOU 6
PER 4 WIL 4 CHA 2

of Attacks 1 # of Spells -
Attack 7 Spellcasting -
Damage 12 Effect -

WT 14 UR 41 DR 48

Karma Recovery
Curr Step - 4

Defense
Phys 7
Spell 5
Soc 7

Armor
physical 5/0 mystic

Move 30-40

Notes & Loot
ED1 p.311

Legend Points 35

Unconscious

Name Ape

Action Taken

DEX 6 STR 8 TOU 6
PER 4 WIL 5 CHA 3

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 6 Effect -
8

WT 10 UR 28 DR 36

Karma Recovery
Curr Step 3 36/71

Notes & Loot
ED1 p.311

Defense
Phys 8
Spell 5
Soc 4

Armor
Physical 0/1 Mystic

Move

Legend Points 30

Unconscious

Name Cat

Action Taken

DEX 5 STR 1 TOU 2
PER 5 WIL 5 CHA 4

of Attacks 2 # of Spells -
Attack - Spellcasting -
Damage 5 Effect -
1

WT 4 UR 11 DR 20

Karma Recovery
Curr Step .5 24/49

Notes & Loot
ED1 p.311

Defense
Phys 7
Spell 7
Soc 5

Armor
Physical 0/1 Mystic

Move

Legend Points 20

Unconscious

Name Deer

Action Taken

DEX 4 STR 6 TOU 6
PER 4 WIL 4 CHA 4

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 6 Effect -
9

WT 10 UR 28 DR 36

Karma Recovery
Curr Step 3 75/150

Notes & Loot
ED1 p.311

Defense
Phys 8
Spell 9
Soc 5

Armor
Physical 0/0 Mystic

Move

Legend Points 30

Unconscious

Name Bat

Action Taken

DEX 8 STR 2 TOU 3
PER 6 WIL 5 CHA 1

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 8 Effect -
2

WT 5 UR 15 DR 20

Karma Recovery
Curr Step 1 50/100

Notes & Loot
ED1 p.311

Defense
Phys 10
Spell 10
Soc 4

Armor
Physical 0/0 Mystic

Move

Legend Points 20

Unconscious

Name Cheetah

Action Taken

DEX 8 STR 5 TOU 4
PER 5 WIL 3 CHA 3

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 8 Effect -
5

WT 7 UR 19 DR 28

Karma Recovery
Curr Step 2 135/270

Notes & Loot
ED1 p.311

Defense
Phys 10
Spell 7
Soc 4

Armor
Physical 0/0 Mystic

Move

Legend Points 40

Unconscious

Name Dog

Action Taken

DEX 4 STR 5 TOU 3
PER 4 WIL 3 CHA 3

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 5 Effect -
5

WT 7 UR 19 DR 28

Karma Recovery
Curr Step 2 35/70

Notes & Loot
ED1 p.311

Defense
Phys 7
Spell 9
Soc 4

Armor
Physical 0/0 Mystic

Move

Legend Points 25

Unconscious

Name Bear

Action Taken

DEX 5 STR 7 TOU 6
PER 3 WIL 4 CHA 5

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 7/5 Effect -
8/10

WT 14 UR 41 DR 48

Karma Recovery
Curr Step 4 60/120

Notes & Loot
ED1 p.311

Defense
Phys 7
Spell 7
Soc 7

Armor
Physical 0/0 Mystic

Move

Legend Points 75

Unconscious

Name Crocodile

Action Taken

DEX 5 STR 5 TOU 6
PER 4 WIL 4 CHA 3

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 7 Effect -
10

WT 10 UR 28 DR 36

Karma Recovery
Curr Step 3 30/40

Notes & Loot
ED1 p.311

Defense
Phys 7
Spell 5
Soc 4

Armor
Physical 4/0 Mystic

Move

Legend Points 35

Unconscious

Name Eagle

Action Taken

DEX 5 STR 5 TOU 4
PER 6 WIL 4 CHA 5

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 7 Effect -
5

WT 7 UR 19 DR 28

Karma Recovery
Curr Step 2 75/150

Notes & Loot
ED1 p.311

Defense
Phys 9
Spell 10
Soc 7

Armor
Physical 0/1 Mystic

Move

Legend Points 25

Unconscious

Name Elephant

Action Taken

DEX 4 STR 11 TOU 9
PER 3 WIL 5 CHA 4

of Attacks 1 # of Spells -
Attack 4 Spellcasting -
Damage 16 Effect -

WT 14 UR 41 DR 48

Karma Recovery
Curr Step 4

Notes & Loot
ED1 p.311

Defense
Phys 5
Spell 4
Soc 5

Armor
physical 4/1 mystic

Move
50/100

Legend Points 50

Unconscious

Name Gorilla

Action Taken

DEX 5 STR 7 TOU 6
PER 4 WIL 4 CHA 3

of Attacks 1 # of Spells -
Attack 5 Spellcasting -
Damage 7 Effect -

WT 10 UR 28 DR 36

Karma Recovery
Curr Step 3

Notes & Loot
ED1 p.311

Defense
Phys 7
Spell 5
Soc 4

Armor
physical 0/0 mystic

Move
30-60

Legend Points 35

Unconscious

Name Horse

Action Taken

DEX 6 STR 7 TOU 8
PER 3 WIL 4 CHA 4

of Attacks 1 # of Spells -
Attack 6 Spellcasting -
Damage 9 Effect -

WT 13 UR 36 DR 44

Karma Recovery
Curr Step 3

Notes & Loot
ED1 p.311

Defense
Phys 6
Spell 6
Soc 7

Armor
physical 0/0 mystic

Move
50/120

Legend Points 55

Unconscious

Name Jaguar

Action Taken

DEX 7 STR 5 TOU 5
PER 4 WIL 3 CHA 4

of Attacks 2 # of Spells -
Attack 9 Spellcasting -
Damage 7 Effect -

WT 8 UR 20 DR 28

Karma Recovery
Curr Step 2

Notes & Loot
ED1 p.311

Defense
Phys 9
Spell 7
Soc 7

Armor
physical 0/0 mystic

Move
73/146

Legend Points 35

Unconscious

Name Leopard

Action Taken

DEX 6 STR 5 TOU 4
PER 3 WIL 5 CHA 3

of Attacks 2 # of Spells -
Attack 8 Spellcasting -
Damage 7 Effect -

WT 9 UR 15 DR 24

Karma Recovery
Curr Step 2

Notes & Loot
ED1 p.311

Defense
Phys 8
Spell 6
Soc 6

Armor
physical 0/1 mystic

Move
66/131

Legend Points 50

Unconscious

Name Lion

Action Taken

DEX 4 STR 7 TOU 5
PER 3 WIL 3 CHA 3

of Attacks 2 # of Spells -
Attack 7 Spellcasting -
Damage 10 Effect -

WT 8 UR 24 DR 32

Karma Recovery
Curr Step

Notes & Loot
ED1 p.311

Defense
Phys 6
Spell 4
Soc 5

Armor
physical 0/0 mystic

Move
57/113

Legend Points 50

Unconscious

Name Lizard

Action Taken

DEX 4 STR 5 TOU 5
PER 4 WIL 3 CHA 4

of Attacks 1 # of Spells -
Attack 4 Spellcasting -
Damage 5 Effect -

WT 8 UR 24 DR 32

Karma Recovery
Curr Step 2

Notes & Loot
ED1 p.311

Defense
Phys 5
Spell 5
Soc 5

Armor
physical 0/0 mystic

Move
30/59

Legend Points 30

Unconscious

Name Monkey

Action Taken

DEX 7 STR 5 TOU 4
PER 5 WIL 3 CHA 3

of Attacks 1 # of Spells -
Attack 7 Spellcasting -
Damage 5 Effect -

WT 7 UR 19 DR 28

Karma Recovery
Curr Step 2

Notes & Loot
ED1 p.311

Defense
Phys 9
Spell 7
Soc 4

Armor
physical 0/0 mystic

Move
25/50

Legend Points 20

Unconscious

Name Moose

Action Taken

DEX 4 STR 6 TOU 7
PER 3 WIL 4 CHA 3

of Attacks 1 # of Spells -
Attack 4 Spellcasting -
Damage 9 Effect -

WT 11 UR 32 DR 40

Karma Recovery
Curr Step 3

Notes & Loot
ED1 p.311

Defense
Phys 5
Spell 4
Soc 4

Armor
physical 0/0 mystic

Move
60/120

Legend Points 35

Unconscious

Name **Rhinoceros**

Action Taken

DEX 5 STR 10 TOU 10
PER 3 WIL 6 CHA 5

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 5 Effect -

WT 15 UR 45 DR 52

Karma Recovery
Curr Step 5

Notes & Loot
ED1 p.311

Legend Points 50

Defense
Phys 7
Spell 4
Soc 7

Armor
Physical 3/0 Mystic 0

Move
27/54

Unconscious

Name **Snake**

Action Taken

DEX 6 STR 3 TOU 4
PER 3 WIL 4 CHA 4

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 6 Effect -

WT 7 UR 19 DR 28

Karma Recovery
Curr Step 2

Notes & Loot
ED1 p.311
Poison: 5 steps

Legend Points 25

Defense
Phys 8
Spell 4
Soc 5

Armor
Physical 0/0 Mystic 0

Move
33/65

Unconscious

Name **Tiger**

Action Taken

DEX 5 STR 7 TOU 5
PER 3 WIL 3 CHA 2

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 7 Effect -

WT 8 UR 24 DR 32

Karma Recovery
Curr Step 2

Notes & Loot
ED1 p.311

Legend Points 50

Defense
Phys 7
Spell 4
Soc 3

Armor
Physical 0/0 Mystic 0

Move
62/124

Unconscious

Name **Tortoise**

Action Taken

DEX 2 STR 2 TOU 5
PER 5 WIL 4 CHA 3

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 2 Effect -

WT 8 UR 24 DR 32

Karma Recovery
Curr Step 2

Notes & Loot
ED1 p.311

Legend Points 10

Defense
Phys 4
Spell 4
Soc 3

Armor
Physical 5/0 Mystic 0

Move
27/53

Unconscious

Name **Cadaver Men**

Action Taken

DEX 4 STR 6 TOU 7
PER 3 WIL 6 CHA 4

of Attacks 1(4) # of Spells -
Attack - Spellcasting -
Damage 7 Effect -

WT 9 UR - DR 36

Karma Recovery
Curr Step 2

Notes & Loot
ED1 p.288

Legend Points 110

Defense
Phys 5
Spell 6
Soc 11

Armor
Physical 0/0 Mystic 0

Move
25/50

Unconscious

Name **Demiwraith**

Action Taken

DEX 7 STR 6 TOU 6
PER 6 WIL 8 CHA 5

of Attacks 1 # of Spells 1
Attack - Spellcasting -
Damage 7 Effect 12
Chilling Touch

WT 10 UR - DR 38

Karma Recovery
Curr Step 1

Notes & Loot
ED1 p.290

Legend Points 225

Defense
Phys 7
Spell 9(14)
Soc 13

Armor
Physical 6/4 Mystic 4

Move
60/120

Unconscious

Name **Ghoul**

Action Taken

DEX 5 STR 4 TOU 6
PER 3 WIL 3 CHA 5

of Attacks 1 # of Spells 1
Attack - Spellcasting -
Damage 7 Effect 8
Poison

WT 10 UR - DR 36

Karma Recovery
Curr Step 1(7)

Notes & Loot
ED1 p.295

Legend Points 90

Defense
Phys 7
Spell 5
Soc 7

Armor
Physical 4/0 Mystic 0

Move
50/100

Unconscious

Name **Spectral Dancer**

Action Taken

DEX 13 STR 7 TOU 14
PER 16 WIL 20 CHA 12

of Attacks N/A # of Spells 1
Attack - Spellcasting -
Damage N/A Effect 20
N/A 23

WT 16 UR - DR 90

Karma Recovery
Curr Step 4

Notes & Loot
ED1 p.308

Legend Points 3,400

Defense
Phys 20
Spell 15
Soc 12

Armor
Physical 0/8 Mystic 8

Move
45/90

Unconscious

Name **Wolf**

Action Taken

DEX 6 STR 5 TOU 4
PER 5 WIL 4 CHA 3

of Attacks 1 # of Spells -
Attack - Spellcasting -
Damage 8 Effect -

WT 7 UR 19 DR 28

Karma Recovery
Curr Step 2

Notes & Loot

Legend Points 30

Defense
Phys 8
Spell 7
Soc 4

Armor
Physical 0/0 Mystic 0

Move
40/80

Unconscious

EARTHDAWN COMBAT CARDS

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